

AMENDMENTS TO THE SPECIFICATION:

Page 2, replace the paragraph, beginning on line 12, with the following amended paragraph:

--Normally, the one or more payout schedules are selected by the player before the symbols are selected, or at least before a step of displaying the combination of symbols to the player. All or some of the plurality of payout schedules may be displayed to the player at least when he is selecting the payout schedule(s). The method allows the player to select how much he wants to bet using each said selected schedule. The method may further include a step of allowing the player to repeat the amount he ~~[[bet]]~~ bets on each said selected schedule for a subsequent selection of combination of symbols.--

Page 6, replace the paragraph, beginning on line 6, with the following amended paragraph:

--The display of Figure 1 further includes five Hold buttons 112, each one of the buttons being associated with a respective one of the five cards 102-110. The use and implementation of Hold buttons is well known to those skilled in the art and need not be described ~~herein~~ here in detail. The display further includes a Bet One button 114. Each time the button 114 is pressed, the amount of credits to be bet by the player on a hand of cards is incremented by one. There is also a Max Bet button 116, which, when selected, immediately bets the maximum amount (e.g. five) of credits on the hand. A Deal/Draw

button 118 is also included which the player normally presses after he has placed his bet. Pressing the button 118 results in the symbols on the cards 102-110 being selected by the game in at least apparently random manner and the selected symbols are then displayed. It will be understood that the selection of the symbols that are to appear on the five cards can take place at a number of different points in the game when it is implemented electronically. For instance, the symbols could be selected before the player places a bet (whilst a representation of the back faces of the cards are shown onscreen), or the symbols could be selected after the player has pressed the Deal/Draw button 118.--

Page 8, replace the paragraph, beginning on line 15, with the following amended paragraph:

--The player can use the Bet 1 or Max Bet buttons 114, 116 (step 2004 of Figure 2) to indicate the amount of credits he wants to bet on the selected schedules. Thus, the player can bet different amounts on different selected schedules. In the example embodiment of Figure 1 the player can quickly elect to bet the maximum number of credits on all three of the schedules by pressing a Max Bet All [[Cards]] Tables button 125 (which automatically selects the 3 schedules). It will be understood that further buttons could be implemented to allow the player to place bets using different combinations of schedules/credits at the press of one or more special buttons.--

Page 9, replace the paragraph, beginning on line 19, with the following amended paragraph:

--The ~~difficult~~ difficulty of the sub-game may depend upon the schedule(s) selected by the player. Typically, the greater the reward offered by the schedule, the more difficult the sub-game. For instance, if the most potentially valuable schedule is selected then the target range may only include one bulb, or the speed of the lighting sequence may be increased.--

Page 12, replace the paragraph, beginning on line 2, with the following amended paragraph:

--An example of game play will now be given. Suppose the player selected the first payout schedule 126, bet [[3]] 5 credits and pressing the Deal/Draw button 118 resulted in two of the cards (e.g. 104, 108 in Figure 1) displayed (step 2008 of Figure 2) being Kings. The player would be awarded (step 2010) the number of credits (5) specified in the "Jacks or Better" (because he was dealt a pair of cards having a value greater than Jacks) row for the "Bet Five" column of the first payout schedule 126.--

Page 12, replace the paragraph, beginning on line 18, bridging pages 12 and 13, with the following amended paragraph:

--The embodiment of Figure 4 has fifteen payout schedules 201-215 instead of three. It will be appreciated that the layout of the schedules shown [[in]] is just an example and that they could be of different colour, shading, etc and need not

be aligned or necessarily contain the same number of rows. Substantially identical game elements are given the same reference numbers as for the embodiment of Figure 1. In the example of Figure 1 each of the three payout schedules showed the values of each winning combination for a bet of 1 to 5 credits. As the version shown in Figure 4 has many more payout schedules a similar display could be somewhat cluttered and so each of the schedules 201-215 includes a Schedule Bet heading that indicates the number of credits that have been bet on that particular schedule. For example, the Schedule Bet heading 201A for schedule 201 indicates that 3 credits have been bet on that schedule. Initially, all the Schedule Bet values may be set as 0, apart from the heading 201A, which can be set as 1.--